

It Must Be 2:30

a Monster of the Week mystery by
Brandon (Rev) Wentz

with monster design by
Sherman Jacobson



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A Monster of the Week Mystery by Brandon (Rev) Wentz of The Critshow
Tooth Golem design by Sherman Jacobson

Introduction

Monster of the Week mysteries written by The Critshow are left intentionally open, striking a balance where there's enough structure to run a solid game, but enough flexibility and freedom for each Keeper to add their own personality and spin.

And so, we encourage you to make this mystery your own! We've given you the overall story structure, well-balanced monsters, and several ideas for clues you can provide, locations your Hunters can visit, and bystanders to help or get in the way. But this is your mystery – feel free to tweak these elements to fit your style of Keeping, your group's style of play, any longer story arc you've been building, or the time constraints you're working with.

Opening Cinematic

An opening cinematic can set the style and tone and establish the world of the mystery for your Hunters. Feel free to use this sample text or create your own based on your group's personality.

We see a middle-aged man sitting in the dark on a well-worn couch, the light of the TV casting shadows around the room. He's nodding off, his head lulling back and snapping up, then slipping back against the cushions again. As he ultimately relaxes into it, his mouth hangs open and loud snoring fills the room, slightly louder than the blaring TV.

There is movement in the shadows, and we hear a clicking sound as something hard moves across the linoleum kitchen floor in the room just behind him.

Suddenly, we are low to the ground and moving quickly towards the back of the couch, then creeping up the side of it. Into view comes the sleeping man, mouth open wide. Our movement blurs as the camera rushes forward and we hear a series of sick crunches and a gurgling scream.

The Concept

The Tooth Fairy's minions are collecting teeth from all over town, as they try to summon their master into the world.

The Hook

Children's teeth, left carefully under their pillows, have gone missing – much to the children's chagrin. Children's missing teeth become less pressing, though, as one of the parents of a robbed child is found dead... with every tooth missing from their mouth.

What the Keeper knows

- Each child in the mystery has had teeth stolen, and each has a parent that will be a target.
- There is a golem hiding in each location. The one in the Dentist office is in the Permanent Teeth form, and is there to make sure Dr. Acula doesn't spill the beans.
- Dr. Acula has an ivory-handled mirror in his desk drawer through which the Tooth Fairy can communicate with him. He has agreed to aid her, in exchange for riches which will allow him to retire.
- Dr. Acula has moved to a nice new facility in the past month, with all new equipment. His old building is where the summoning ritual is taking place, and to where the Golems retreat.

Countdown

Day	The Tooth Golem at the Jordan home has killed Hank in its eagerness to collect teeth. It has hidden in the house until it can find a moment to escape with its prizes.
Shadows	Malcom is killed in the Stewart household, as the golems become more aggressive in their attempts to collect teeth. The rest of the family is trapped inside the large house, hiding from the golem.
Sunset	Empowered by the ritual getting stronger, the remaining golems transform into their Permanent Teeth forms as they lay sights on the Rayner household.
Dusk	The Dentist office is ransacked by the Permanent Tooth Golem hidden there for the last teeth needed for the ritual, placing Dr. Akula (and the details he knows) at a risk of being lost.
Nightfall	As enough teeth are gathered, the ritual to open the portal begins, drawing all the remaining golems to protect the ceremony.
Midnight	The Tooth Fairy is summoned through the portal and is free to wreak havoc, as it collects teeth to send back home.

Threats

<p>Monster: Tooth Golems</p> <p>Regular Form</p> <p>Type: Thief Motivation: Steal/Deliver Harm Capacity: 4 □ □ □ □</p> <p>Permanent Tooth Form</p> <p>Type: Brute Motivation: Intimidate/Attack Harm Capacity: 8 □ □ □ □ □ □ □ □</p> <p>Notes:</p> <p><i>At the beginning of the Mystery there is one Permanent Tooth Golem, in the Dentist office. At any time in the Mystery, a golem who uses the move Permanent Teeth converts to a Permanent Tooth Golem. In Sunset of the countdown, all regular golems convert to Permanent automatically.</i></p>	<p>Powers</p> <p>Enamel: +2 armor against all attacks</p> <p>Permanent Teeth: Upon being defeated, Tooth Golem reforms undamaged, 50% larger, and with 4 extra hit boxes. This power can only be used once.</p> <p>Attacks</p> <p>Incisor: 3-harm, close (If 2 points of damage are taken, a tooth is knocked out of the victim's mouth which the golem collects. In any confrontation that the golem collects 3 teeth, it will flee to add them to the collection.)</p> <p>Canine: 2-harm far ignore-armor</p> <p>Weakness</p> <p>Acid: Acid-based damage ignores armor and permanently erodes the golem's enamel, making it vulnerable to more mundane attacks</p> <p>Sensitivity: If the Enamel is breached or cracked, Tooth Golem takes +1 harm from fire and ice-based attacks</p>
<p>Minion: Dr. Henry Acula</p> <p>Type: Right Hand Motivation: Back up the Monster Harm Capacity: 5 □ □ □ □ □</p>	<p>Powers</p> <p>None</p> <p>Attacks</p> <p>Revolver: 2-harm close</p> <p>Weakness</p> <p>Human: I'm not saying that's inherently a weakness, but seriously, everything can hurt us!</p>

Locations

Jordan Family Apartment

Motivation: Hub

Clues: There is an Acula Family Dentist card on the refrigerator.

Stewart Family Apartment

Motivation: Hub

Clues: There is an Acula Family Dentist reminder in kitchen trash.

Rayner Family House

Motivation: Hub

Clues: There is an Acula Family Dentist bill on coffee table.

Acula Family Dentist

Motivation: Prison

Clues: The Ivory-handled mirror through which Dr. Acula and the Tooth Fairy communicate is in the desk drawer, along with a list of names of families to be targeted.

Bystanders

The Jordan Family

Hank Jordan, father | (DECEASED) Target

Danni Jordan, mother | Gossip

Claire Jordan, daughter | Witness

The Stewart Family

Francis Stewart, father | Skeptic

Malcom Stewart, father | Victim (Target)

Julia Stewart, daughter | Detective

The Rayner Family

Alex Rayner, son | Detective

Kim Rayner, mother | Helper (Target)